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**EmuMovies**

*Lankhor*

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*Lankhor*

You will also find Jérôme Lange in :

### **MORTVILLE MANOR**

his first investigation ...

a classic in adventure games

a must for your library !

2 TILTS D'OR 1987 (Adventure and Sound)

1 JOYSTICK D'OR 1989 (Adventure)

as well as in

### **SOUKIYA**

his next adventure...

,available in 1992.

## **MAUPITI ISLAND**

### **THE INVESTIGATION**

#### **THE ART OF DEDUCTION**

by JÉRÔME LANGE

A private detective never gives up. He returns time and again to the established facts and the clues until he brings them together with absolute logic. The final solution must be coherent..

He has several methods of investigation at his disposal :

- I action,
- II dialog,
- III the search for clues.

#### **I**

#### **ACTION**

The detective is free to choose his movements and actions. This liberty of movement allows him to carry out the investigation in his own style, following his own intuition.

He likes to observe what happens around him. Sometimes, he must hide in order to observe without being seen. The information thus obtained is often priceless. We are always more efficient when we're well-rested and well-fed.

Thus, the detective never hesitates to eat and sleep if he feels the need to restore his energy..

The detective uses his head. At any moment, he is capable of remembering an answer which he has stored somewhere in his memory.

At any time, he can inventory the objects that he has on his person in order to deposit them in a certain place or put them in a drawer, a closet, a sack... in the case of deposited objects, the detective ties a knot in his handkerchief so he can remember where they are if he needs to.

Quand il rencontre un suspect, le détective a 3 possibilités :

- ☐ A l'ignorer,
- ☐ B le suivre,
- ☐ C l'accoster

☐ A Ignorer la présence d'un suspect est toujours délicat. Dans une telle situation, il est préférable de ne pas jouer les « touche-à-tout ». La discrétion est un élément essentiel dans la réussite d'une enquête.

☐ B Suivre un suspect permet de vérifier ou de compléter son emploi du temps en essayant de ne pas se faire surprendre.

☐ C Accoster c'est questionner puis, éventuellement, argumenter. Si un suspect ment ou ne dit pas toute la vérité, le détective peut lui opposer une réponse contradictoire qu'il a gardée en mémoire.

Il possède également des méthodes plus expéditives qui sont : donner, soudoyer et tabasser. A condition de donner le bon objet à la bonne personne, de soudoyer avec une somme d'argent suffisante ou d'avoir suffisamment d'énergie pour tabasser sans se faire battre.

Enfin, il est possible de montrer un objet à un suspect ou à un témoin pour obtenir des informations complémentaires.

Le détective est très attentif aux indices matériels. Il dispose de plusieurs actions qui lui permettent de les examiner. Et un objet peut être plus bavard qu'un témoin... De plus, nous l'avons vu, les objets peuvent être montrés.

L'art de la déduction est un jeu. Le détective connaît les règles du jeu. Mais il sait qu'une enquête policière est pleine de rebondissements. Il devra souvent improviser pour déjouer les pièges qui vont l'empêcher de découvrir la vérité.

## L'HISTOIRE

EXTRAITS DU JOURNAL DE VOYAGE  
DE JEROME LANGE

**1 JANVIER 1954 VENDREDI** Paris - Aéroport du Bourget.  
Quand j'arrive, le directeur est déjà sur la piste. L'hôtesse, une grande brune très pimpante, m'accueille avec un sourire et fait de la réclame pour une pâte dentifrice. Il faut que je pense à lui demander sa marque préférée...

**2 JANVIER 1954 SAMEDI** Madagascar - Tananarive.  
Duhamel, mon meilleur ami de la commune, devenu planteur de canne à sucre, m'a prêté une chambre à l'hôtel Colbert. Nous sommes très émus de nous revoir.

**24 JANVIER 1954 DIMANCHE** Madagascar  
Je reçois une lettre de Max. Il est au Japon. Il me demande de le rejoindre. Duhamel me propose son yacht. J'accepte.

25 JANUARY  
1954  
MONDAY

The Brisbane has hoisted anchor, headed toward Karachi where an old plane will take me onto Tokyo. Bob, the captain, and Anton, the mate, will be my only companions on the cruise.

30 JANUARY  
1954  
SATURDAY

In the middle of the Indian Ocean, during the night...  
A hurricane is predicted.  
We have taken refuge on Maupiti.

31 JANUARY  
1954  
SUNDAY

Maupiti.  
The hurricane passed far from the island.  
A fishing boat, the Bombar, arrived and cast anchor next to the Brisbane during the night. On board, there is Bruce, the captain, Ray, the mate, and Chris, a sailor. At nine in the morning, a woman who calls herself Maguy came to see me. She was terribly upset: a girl named Marie was kidnapped during the night. She asked me to find her. Since I have nothing better to do, I agreed to lead an investigation. Maguy gave me the names of the people who live on Maupiti. Besides the names given, I add Sue and Anite, employees at Maguy's house, as well as Juste, the handyman on Maupiti, to the list of people who were on the island last night. It is ten o'clock, and I only have a few hours to find Marie.

## MAUPITI ISLAND

# THE GAME

I

### THE GAME AND THE MOUSE

Maupiti Island is played uniquely using the mouse, which is represented on the screen by a moving arrow.

By moving it over the bamboos at the top of the screen, you will get the menu planks. To choose an action or a movement, position the mouse on the plank of your choice, then click on the button to the left.

During the game, you can repeat the last action chosen by clicking on the button to the right of the mouse.

After choosing an action, the computer sometimes waits for the player to indicate a place on the screen. In this case, the mouse takes the form of a moving hand.

Click on the left to indicate a new place, or on the right if the place chosen is the same as the precedent.

II

Scenario n° 1

### ACTIONS

#### A Movements :

Movements are free, but not without danger ! Never forget that you are not alone on the island.

If you are caught in a room or a cabin by its owner, you will automatically enter the dialog mode... Always try to communicate, even if the person doesn't want to answer.

Careful : the duration of your comings and goings is taken into account by the stopwatch. And time passes quickly...

#### B Inventory :

This lists the objects that you have on your person. The object that you have in hand is written in white. To choose another object, click on its name ; it will then be written in white. Don't weigh yourself down for no reason... you're a private detective, not an ironmonger.

**C Action :**

You have 16 possible actions. With them, you have the means of carrying out an in-depth investigation.

*Note :* search the knotted handkerchief will show the objects that you have stored in the place where you are (see paragraph N° 4).

**D Self :**

Deposit, read and look at an object that you have on your person... or in order to hide (sometimes, you should do so to observe what is happening around you. Suspects do not always act the same way when they know that you are there).

**E File :**

Save the current game.

*Note :* Loading takes place only at the beginning of the game. This is deliberate, to force you not to tinker with the time. As far as we know, no one has such a possibility in real life. If ~~when wrong~~ *when wrong*, contact us, we'll make a game, a film and a novel from your personal experience !

**1 The characters present :**

Always keep your eye on them. First, it's your job, in addition, they could be dangerous.

**2 Your energy :**

Watch out for your physical condition (eat and sleep). It's just like real life ! By clicking in this box, you will obtain the percentage of the clues that you should have noticed.

**3 The time :**

You have the hour and the date : AM : is from midnight to noon and PM : from noon to midnight.

Time is important. Note carefully the times of various occurrences... this could be useful....

**4 Lankhor :**

Or a knotted handkerchief to remind you that you have left objects in a place where you are (see paragraph C).

**B Responses to actions :**

Don't drown in useless responses. Go to the heart of the matter.

**III**

**THE DIALOG**

By clicking on the name of the person when you are in the action mode, you can either speak to him, or follow him.

**SPEAKING**

**Scenario n° 2**

**A Repeat :**

If you didn't hear the answer well, the witness can repeat it as many times as you wish.

**B Question :**

Click on «question» : the questions will appear. Then click on the question of your choice. Ask the right questions of the right person. And above all, don't waste time : people have other things to do. They have their own lives to live. Don't chatter uselessly, think before asking a question. If someone doesn't want to answer or doesn't give the same answer as another person, well... argue !

**C Argue :**

**Memorize :** use your memory when an answer seems interesting. This will help you contradict people. You need only click on the «memory» plank, then on the chosen number. The numbers in use are shown by a color dot. But since you don't have a large memory, take some notes too...

**Remember :** allows you to hear a memorized response by clicking on the number of the chosen memory.

**Contradict :** when two answers seem contradictory, go click the plank «contradict» right away, then click the number of the memory of the answer to contradict. If he doesn't understand, he will tell you. Anyone can make a mistake... even you. If he repeats himself, that means he confirms his declaration.

**Bribe, beat up or give an object :** if you have nothing with which to contradict a character who gives you the impression of lying or of not telling the whole truth, use drastic measures...

But be careful ! You mustn't abuse them... You could be in for a surprise...

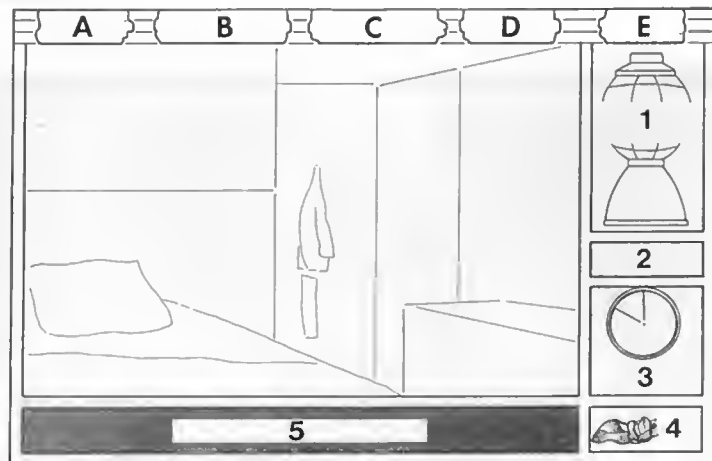
**Show an object to someone :** this allows you to obtain information about the object. After clicking on «show», click on the name of the object. The person will answer you...

**D Stop :** Leave the dialog mode.

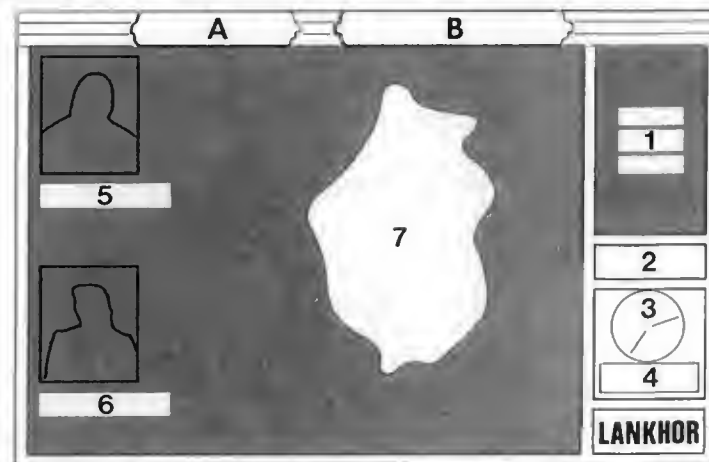
- A Follow :**  
Continue following.  
If you're caught, try to establish dialog.
- B Give up :**  
Allows you to leave the follow mode to return to the action mode.
- 1 The characters present :**  
When you follow someone, don't lose sight of the fact that there are other suspects around you.
- 2 Your energy :**  
Nothing is more tiring than shadowing someone.
- 3 The hour :**  
To know the times of movements of the person you are following.
- 4 The date :**  
See scenario 1, number 3.
- 5 The person that you're following and the place where he is.**
- 6 You and your actual location.**
- 7 The island :**  
View of the island with your position and that of the suspect that you are following.

- A Next :**  
To see the following object.
- B Action on the objects :**  
You can read them, take them, look at them, smell them, and touch them.  
No detail can escape you.
- 1 The characters present :**  
See scenario n° 1, number 1.
- 2 The hour :**  
See scenario n°1, number 3.
- 3 The objects :**  
Appearance of objects.
- 4 Reponse to actions on the objects.**  
*Note :* to use an object, you need only have it on your person (thus in the inventory ) and to click on one of the verbs of the **action menu**... except to put and leave it (see part II, paragraphs B and C).

Scénario N° 1



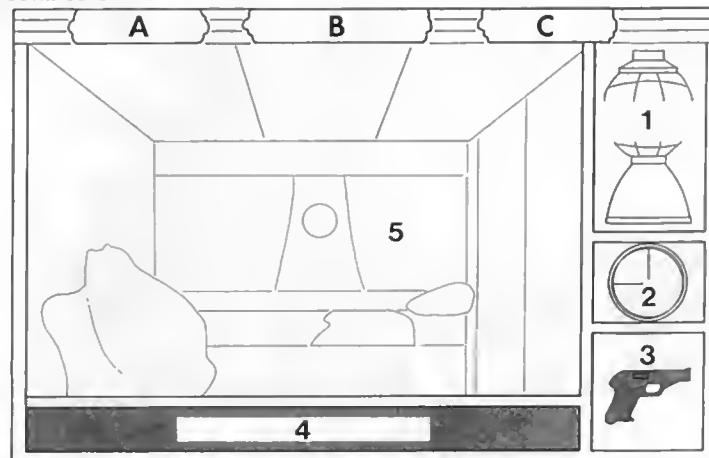
Scénario N° 3



Scénario N° 2



Scénario N° 4



## MAUPITI ISLAND

### TECHNICAL DATA

more than 120 documents presented in the greatest detail,



animated landscapes,



an hour of sound and musical atmosphere,



450 voice-synthesized sentences,



a dialog mode rich in possibility : to question, memorize, remember, contradict, bribe, give, beat up, show objects...



complete liberty of action and movement



« user-friendly » manipulation



a script of 400 pages and... change its form, follow, observe, hide...



In all, 2.8 Mo cpmpressed on 2 discs  
to reduce manipulations and sales price as much as possible.

## AND NOW IT IS YOUR TURN TO PLAY

